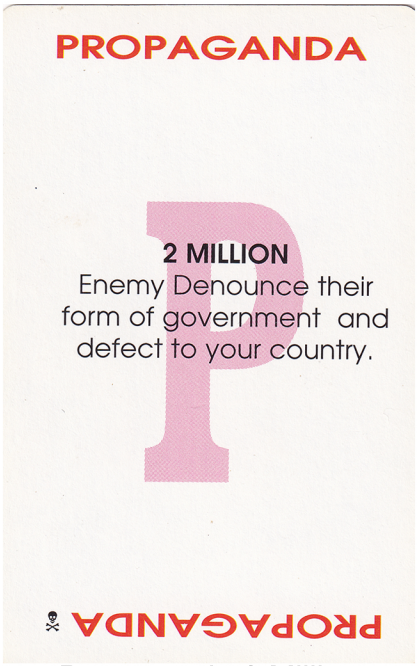
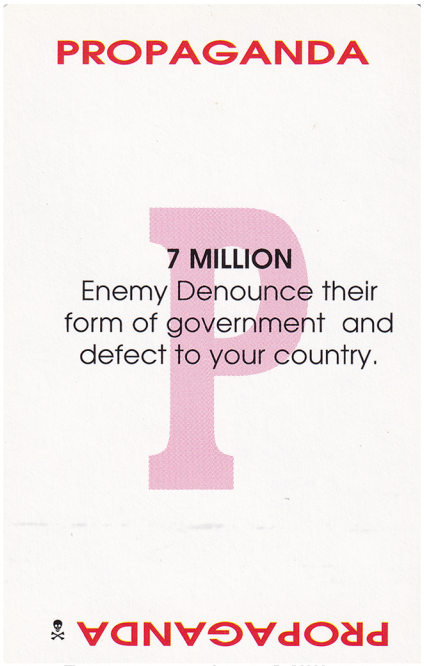
Nuclear War Booster Packs

DCX-Delta Clipper
DCX
Use like a bomber, but when all warheads are used up, you have the option of putting it back in your hand and discarding something else.
Carries up to 75 megatons
DCX-Delta Clipper

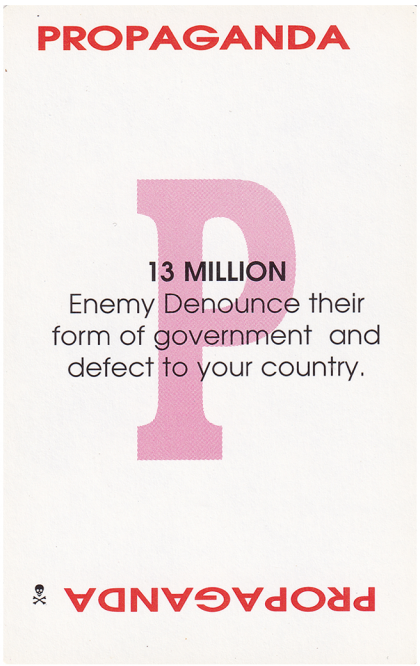
DCX - Delta Clipper - Bomber



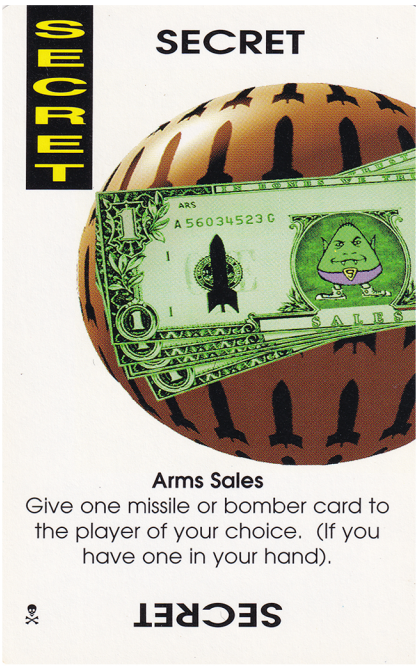
Propaganda 2 Million



Propaganda 7 Million



Propaganda 13 Million



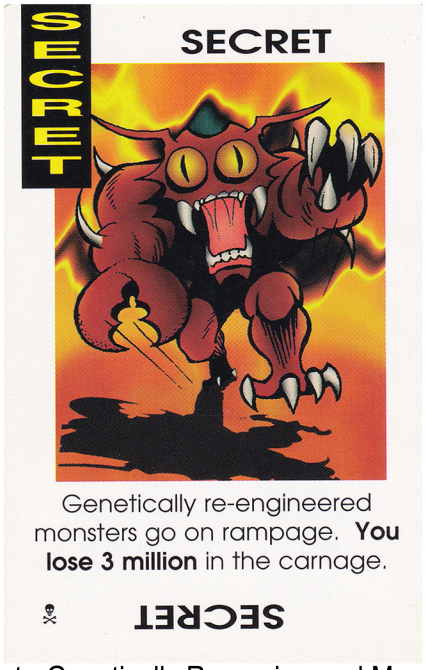
Secret - Arms Sales

SECRET
SECRET
Back to Nature movement
2 million of your population move into the forests and get lost. You lose 2 million.
SECRET

Secret - Back To Nature

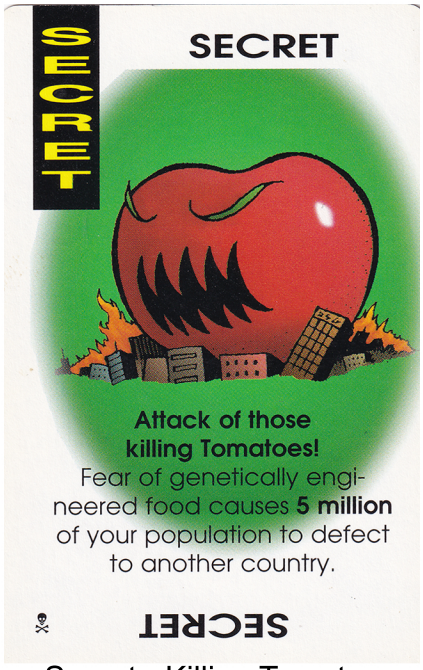
SECRET
SECRET
GEE...
Exchange Students
Give one population card to the player of your choice. Select one of his population cards at random.
SECRET

Secret - Exchange Students



Secret - Genetically Re-engineered Monsters

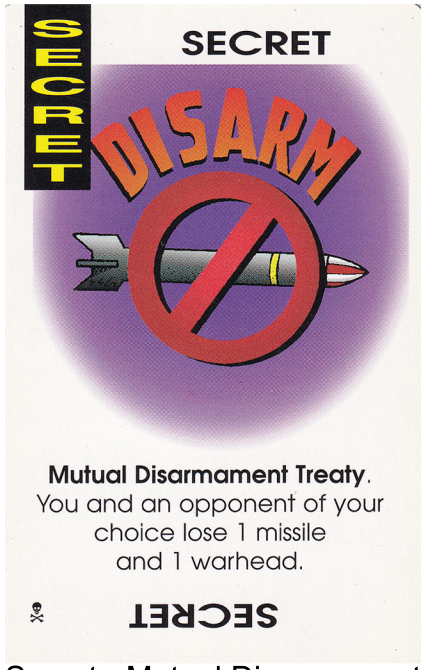
Secret - Health Care Policy


SECRET
SECRET
Attack of those killing Tomatoes!
Fear of genetically engineered food causes 5 million of your population to defect to another country.
SECRET

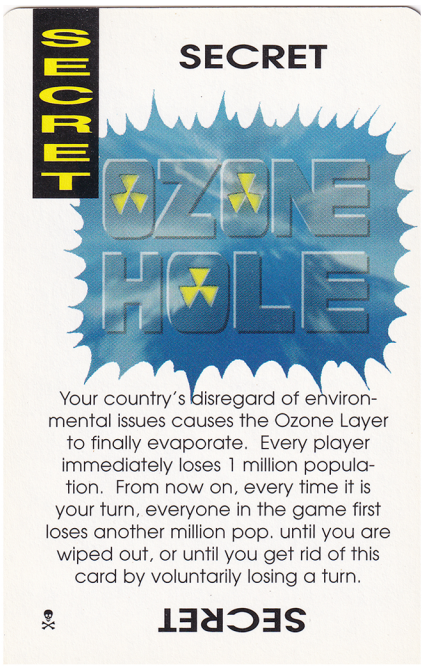
Secret - Killing Tomatos

SECRET
SECRET
GIVE ME 1 & TAKE THIS.
Marshall Plan
Give one card of your choice to each other player in the game. (As you give each player a card - he gives a different one back to you.)
SECRET

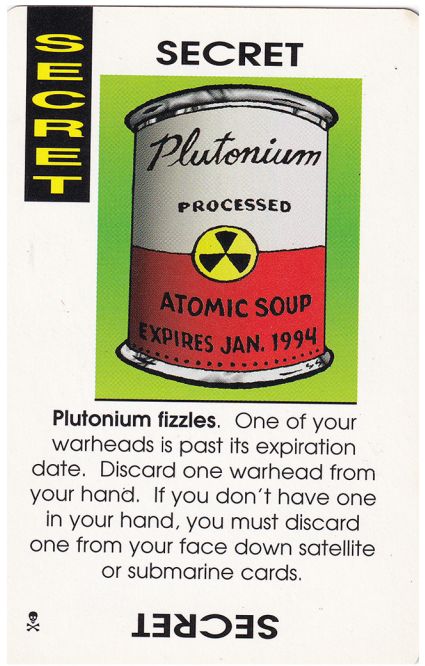
Secret - Marshall Plan



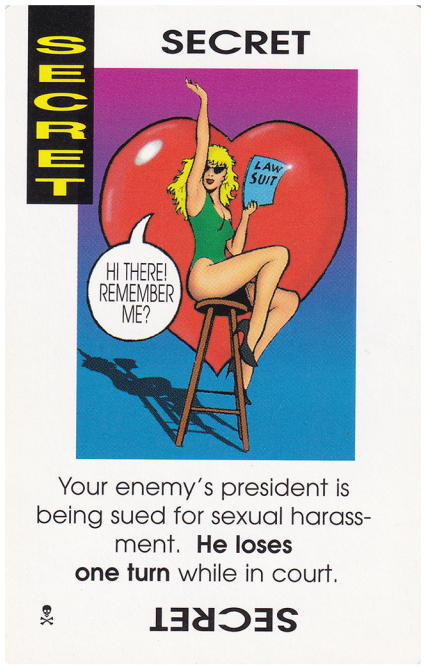
Secret - Mutual Disarmament


SECRET
SECRET
OZONE HOLE
Your country's disregard of environmental issues causes the Ozone Layer to finally evaporate. Every player immediately loses 1 million population. From now on, every time it is your turn, everyone in the game first loses another million pop. until you are wiped out, or until you get rid of this card by voluntarily losing a turn.
SECRET

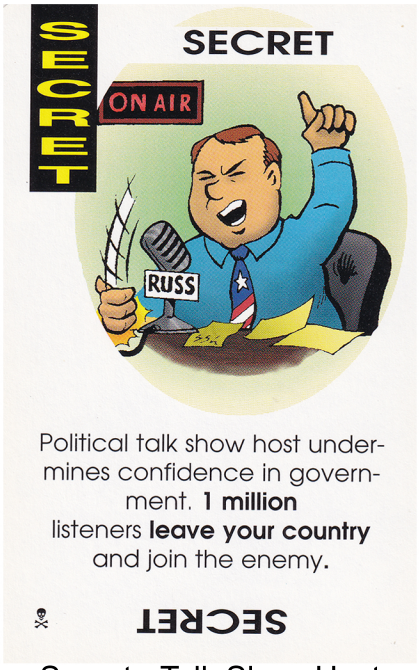
Secret - Ozone Hole


SECRET
SECRET
Plutonium
PROCESSED
ATOMIC SOUP
EXPIRES JAN. 1994
Plutonium fizzles. One of your warheads is past its expiration date. Discard one warhead from your hand. If you don't have one in your hand, you must discard one from your face down satellite or submarine cards.
SECRET

Secret - Plutonium Fizzles


SECRET
SECRET
LAW SUIT
HI THERE! REMEMBER ME?
Your enemy's president is being sued for sexual harassment. He loses one turn while in court.
SECRET

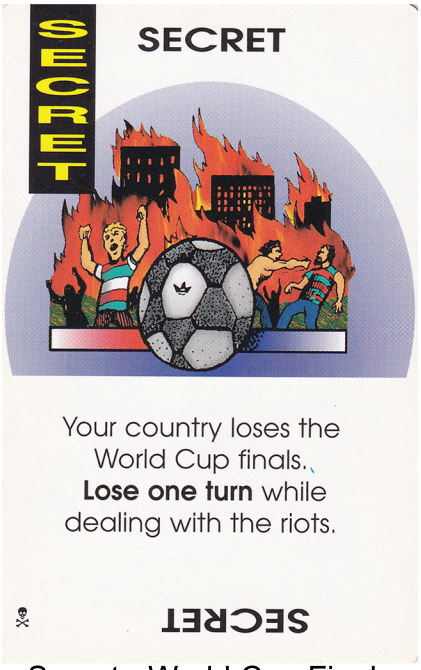
Secret - Sexual Harassment


SECRET
ON AIR
RUSS
Political talk show host undermines confidence in government. 1 million listeners leave your country and join the enemy.
SECRET

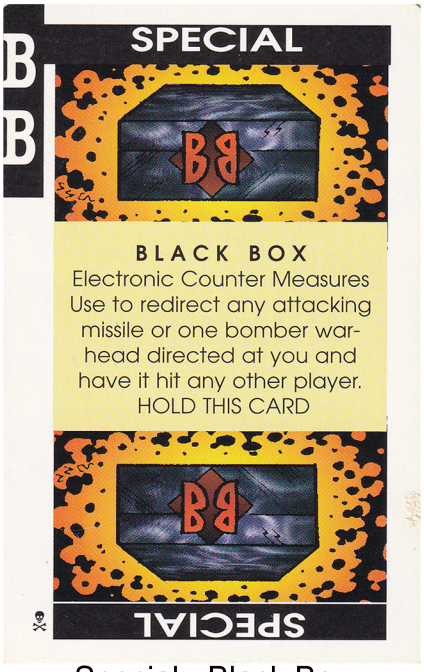
Secret - Talk Show Host

SECRET
Time Warp! The last player who had a turn gets another one right now. (If the last player was doing final retaliation, ignore this card).
SECRET

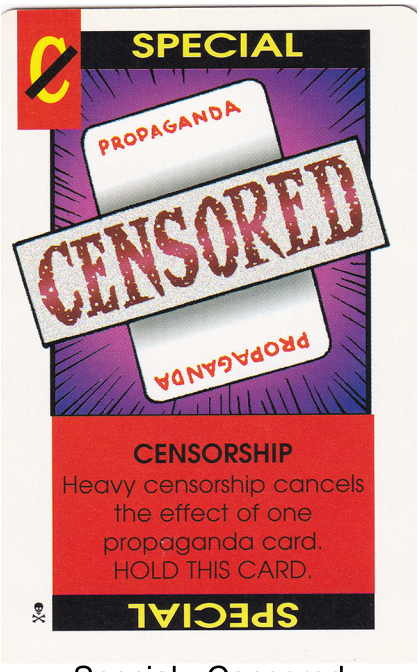
Secret - TimeWarp



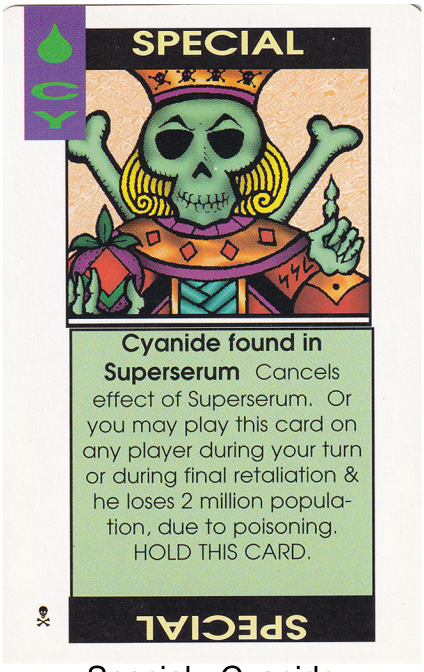
Secret - World Cup Finals


SPECIAL
BLACK BOX
Electronic Counter Measures
Use to redirect any attacking missile or one bomber warhead directed at you and have it hit any other player.
HOLD THIS CARD
SPECIAL

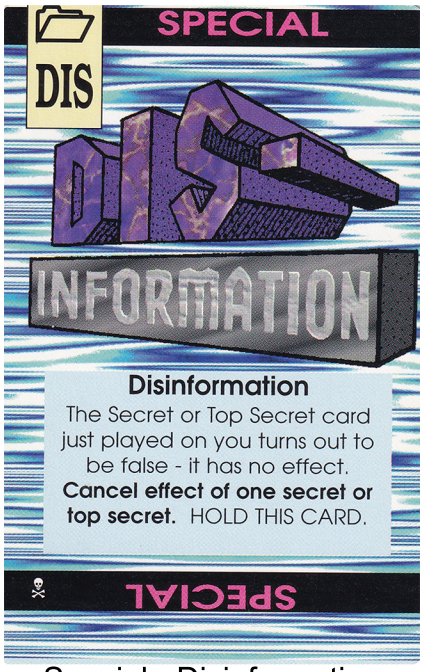
Special - Black Box



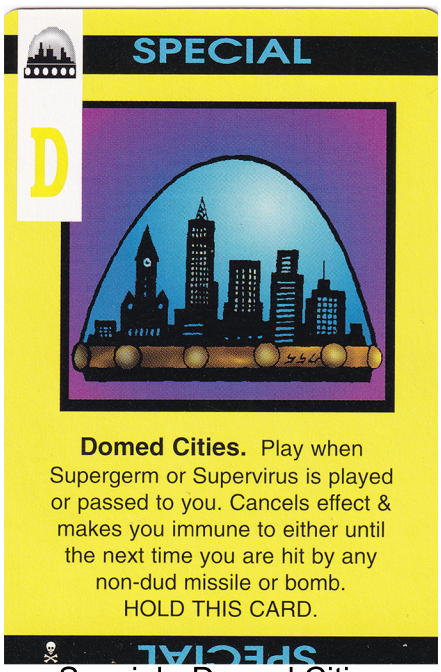
Special - Censored


SPECIAL
Cyanide found in Superserum Cancels effect of Superserum. Or you may play this card on any player during your turn or during final retaliation & he loses 2 million population, due to poisoning.
HOLD THIS CARD.
SPECIAL

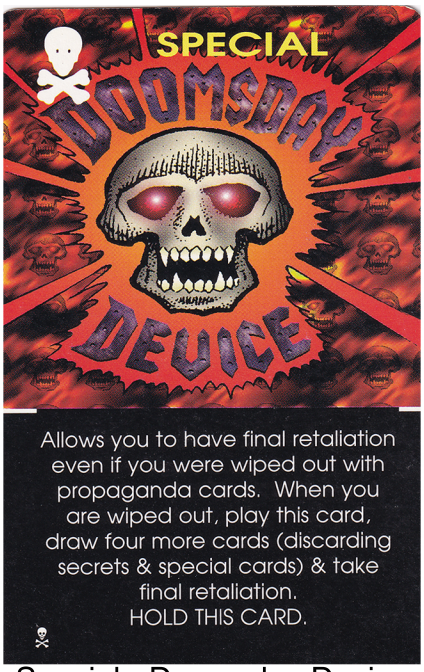
Special - Cyanide


SPECIAL
DIS
INFORMATION
Disinformation
The Secret or Top Secret card just played on you turns out to be false - it has no effect.
Cancel effect of one secret or top secret. HOLD THIS CARD.
SPECIAL

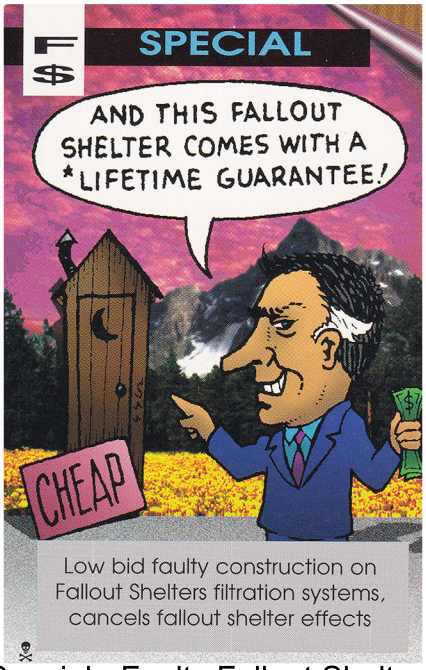
Special - Disinformation


SPECIAL
D
Domed Cities. Play when Supergerm or Supervirus is played or passed to you. Cancels effect & makes you immune to either until the next time you are hit by any non-dud missile or bomb.
HOLD THIS CARD.

Special - Domed Cities

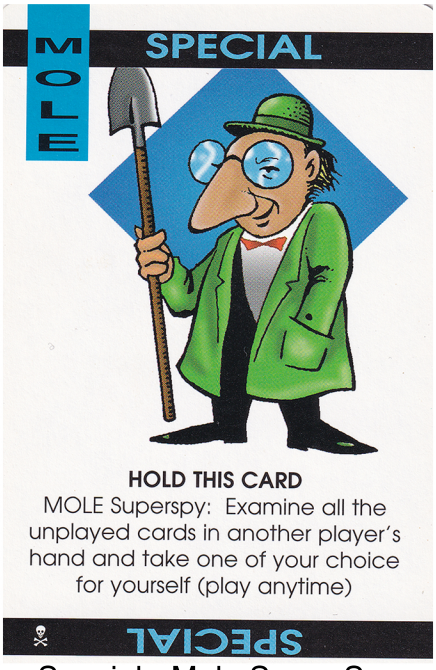

SPECIAL
DOOMSDAY
DEVICE
Allows you to have final retaliation even if you were wiped out with propaganda cards. When you are wiped out, play this card, draw four more cards (discarding secrets & special cards) & take final retaliation.
HOLD THIS CARD.

Special - Doomsday Device

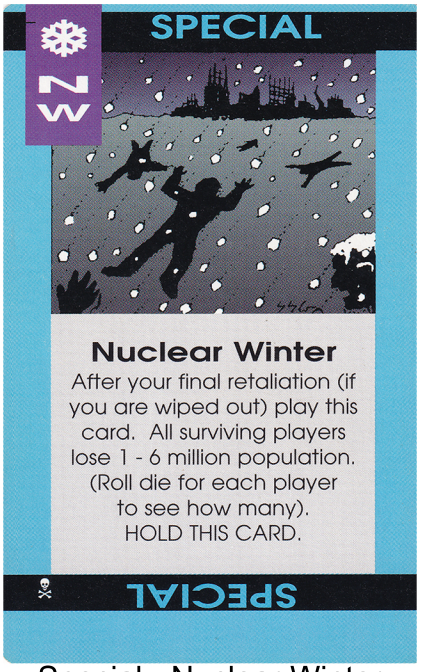

$
SPECIAL
AND THIS FALLOUT SHELTER COMES WITH A *LIFETIME GUARANTEE!
CHEAP
Low bid faulty construction on Fallout Shelters filtration systems, cancels fallout shelter effects

Special - Faulty Fallout Shelters

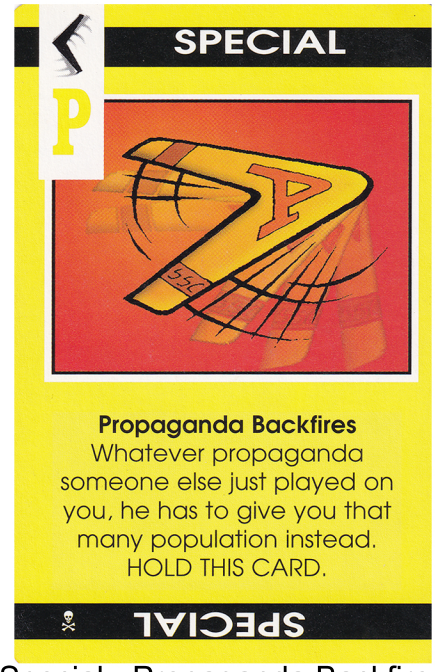
Special - Mind Control


MOLE
SPECIAL
HOLD THIS CARD
MOLE Superspy: Examine all the unplayed cards in another player's hand and take one of your choice for yourself (play anytime)
SPECIAL

Special - Mole Super Spy


NW
SPECIAL
Nuclear Winter
After your final retaliation (if you are wiped out) play this card. All surviving players lose 1 - 6 million population. (Roll die for each player to see how many). HOLD THIS CARD.
SPECIAL

Special - Nuclear Winter


P
SPECIAL
Propaganda Backfires
Whatever propaganda someone else just played on you, he has to give you that many population instead. HOLD THIS CARD.
SPECIAL

Special - Propaganda Backfires

PSY
SPECIAL
PSYCHIC HOT LINE
Call 1-900-special and your psychic friends enable you to cancel the effect of one "SPECIAL" card when played by anyone. HOLD THIS CARD
SPECIAL

Special - Psychic Hot Line

JAM
SPECIAL
JAM
x!@#!
RADAR
RADAR Jamming Device When a player plays an ABM on your incoming missile or bomber your missile initiates this jamming device which disables the ABM. Discard after use. HOLD THIS CARD.
SPECIAL

Special - RADAR Jam

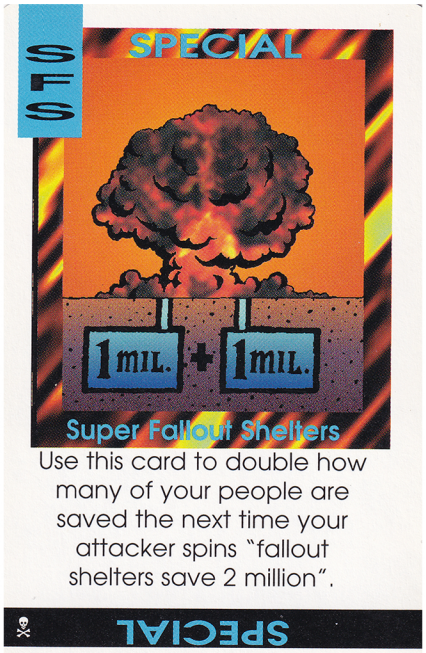
SPIN DR
SPECIAL
SPIN DOCTOR- When a propaganda is played on you, redirect it to someone else (not the person who played it on you. If he is the only one left in the game besides you, the spin doctor has no effect). HOLD THIS CARD.
SPECIAL

Special - Spin Doctor

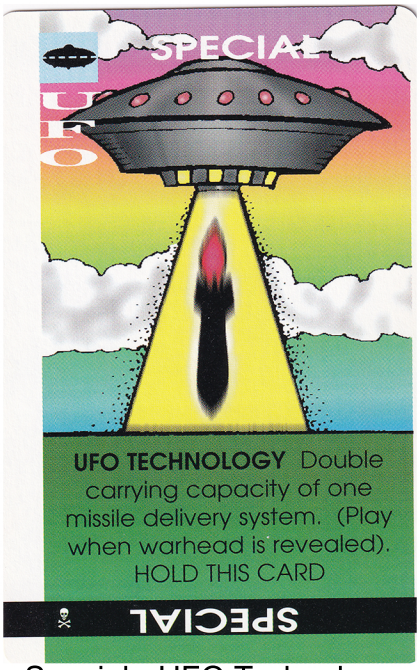
Special - Spy - Couple

Special - Spy - Man

Special - Spy - Woman


SFS
SPECIAL
1 MIL. + 1 MIL.
Super Fallout Shelters
Use this card to double how many of your people are saved the next time your attacker spins "fallout shelters save 2 million".
SPECIAL

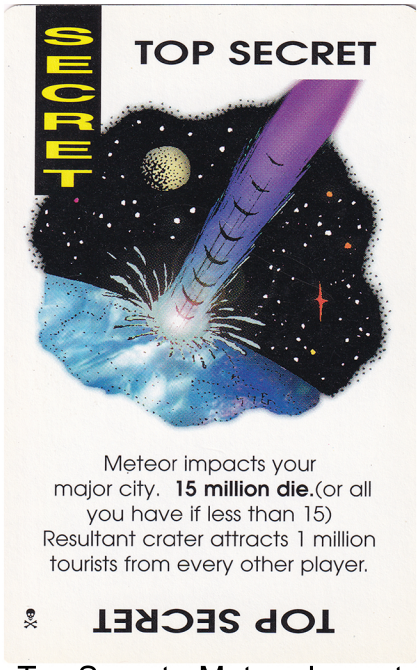
Special - Super Fallout Shelters


UFO
SPECIAL
UFO TECHNOLOGY Double carrying capacity of one missile delivery system. (Play when warhead is revealed).
HOLD THIS CARD
SPECIAL

Special - UFO Technology

SECRET
TOP SECRET
Breakthrough in **Alternate Reality** Research; you shift to an alternate reality! Discard 2 cards of your choice from your hand & look at the top 8 cards in the deck, & select 2 of your choice. Put the remaining 6 on the bottom of the deck.
TOP SECRET

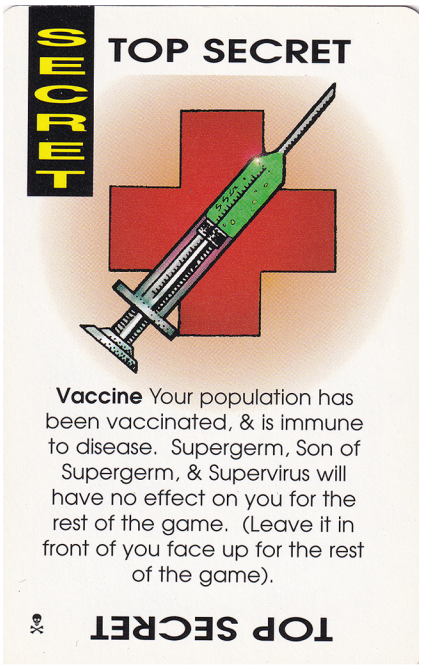
Top Secret - Alternate Reality


SECRET
TOP SECRET
Meteor impacts your major city. **15 million die.**(or all you have if less than 15) Resultant crater attracts 1 million tourists from every other player.
TOP SECRET

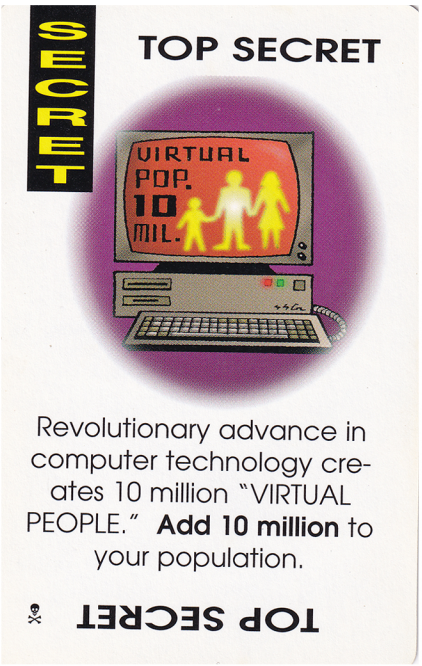
Top Secret - Meteor Impact

SECRET
TOP SECRET
SON OF SUPERGERM
Your enemy's germ warfare experiments really backfire - plague! He loses 5 million population a turn for the next three turns (on his turn). Can be cancelled by Superserum, but not by domed cities unless he has domed cities in his hand right now.
TOP SECRET

Top Secret - Son of Supergerm


SECRET
TOP SECRET
Vaccine Your population has been vaccinated, & is immune to disease. Supergerm, Son of Supergerm, & Supervirus will have no effect on you for the rest of the game. (Leave it in front of you face up for the rest of the game).
TOP SECRET

Top Secret - Vaccine


SECRET
TOP SECRET
VIRTUAL POP. 10 MIL.
Revolutionary advance in computer technology creates 10 million "VIRTUAL PEOPLE." **Add 10 million** to your population.
TOP SECRET

Top Secret - Virtual People

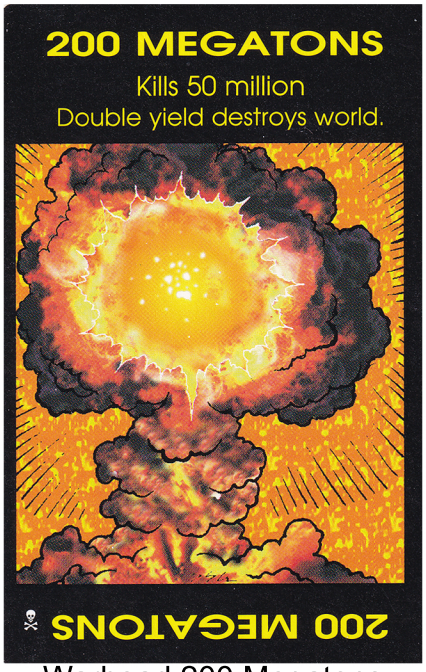
SECRET
TOP SECRET
Solar Flare! All missile guidance systems go haywire. Everyone who has a missile face up (including cruise missiles but not bombers) immediately discards it.(Played, not deterrent forces)
TOP SECRET

Top Secret -Solar Flare

Warhead 15 Megatons

Warhead 40 Megatons

Warhead 75 Megatons



Warhead 200 Megatons

SPECIAL BONUS:
Collect 40 of these "proof of purchase" cover cards, and send them to us along with $4 postage and handling, and get a FREE "Supergerm" tshirt. (Specify L, XL, or XXL.). Send to:
Flying Buffalo Inc, PO Box 1467, Scottsdale AZ 85252.
OPTIONAL CARD DRAWING RULES:
instead of dealing 9 cards to each player, have each player in turn draw two cards and discard one, until all hands have 9 cards.

Optional Rule Card

NUCLEAR WAR
BOOSTER PACK
Here are 8 new, full color, randomly selected cards that can be added to your Nuclear War cardgame. More warheads, more secrets, more special cards. Collect them all (there are more than 40).
DCX
Price $2
Product #600
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Display Card

The Nuclear War Booster Packs were intended to supplement the Nuclear War card game or any of its expansions by replacing the Special Cards and the Secret / Top Secret cards on a one-for-one basis. There was only one printing of this expansion. A full set of these cards consists of 1 of each of these cards; there are a total of 48, including the Display / Optional Rule Card.

The Display / Optional Rule card was the most common card because it was the front of every pack. Despite, or perhaps because of, that fact, it is the most difficult of the cards to locate on the secondary market.

The DCX - Delta Clipper was confirmed to be a Bomber carrier system rather than a missile carrier system in an FAQ post on the Flying Buffalo website.

The Alternate Reality card has a misprint on the lower left of the card, where the set symbol is supposed to be located; it is blank.